

# Design and Analysis of Algorithms

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## Lecture 13: Elementary Graph Algorithms III

# About this lecture

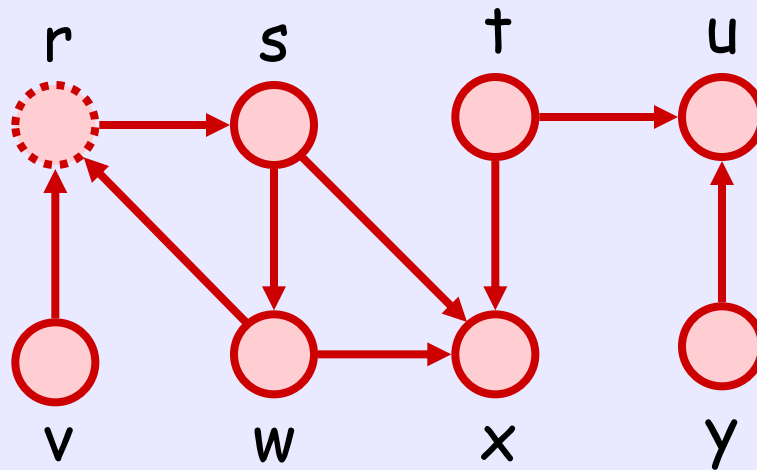
- Depth First Search
  - Classification of Tree Edges
- Topological Sort

# Classification of Tree Edges

- After a DFS process, we can classify the edges of a graph into four types :
  1. **Tree** : Edges in the DFS forest
  2. **Back** : From descendant to ancestor when explored (include self loop)
  3. **Forward** : From ancestor to descendant when explored (exclude tree edge)
  4. **Cross** : Others (no ancestor-descendant relation)

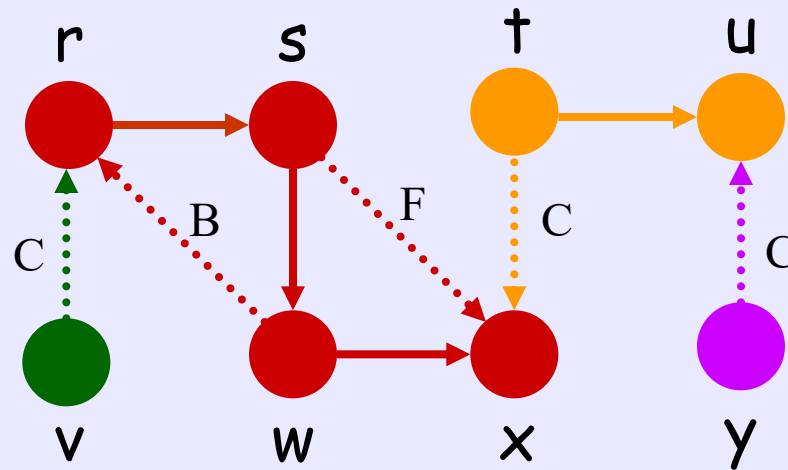
# Example

Suppose the input graph is directed



# Example

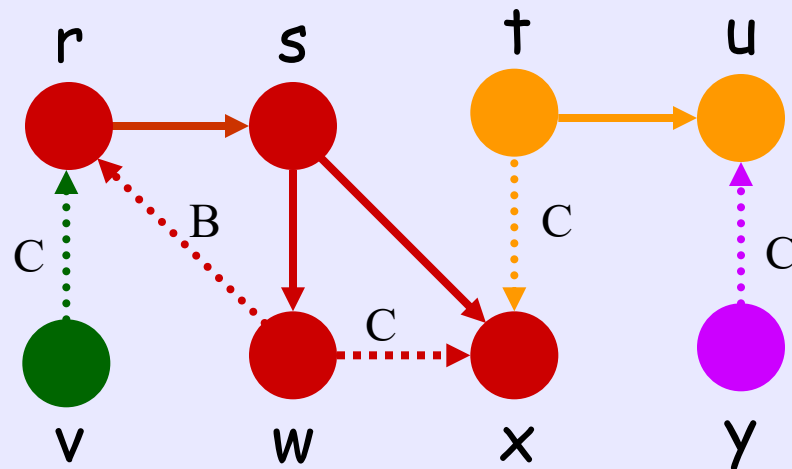
Suppose this is the DFS forest obtained



Can you classify the type of each edge ?

# Example

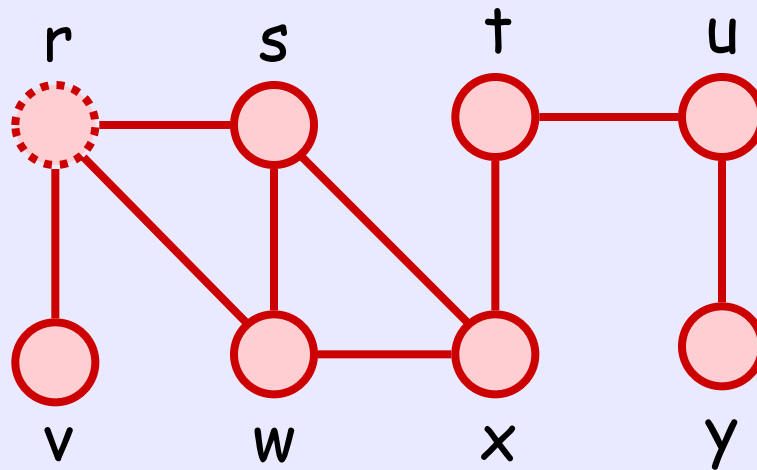
Suppose the DFS forest is different  
now ...



Can you classify the type of each edge ?

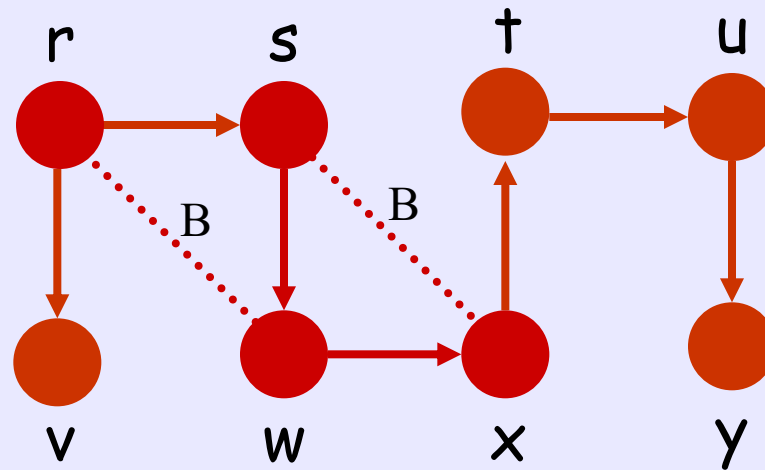
# Example

Suppose the input graph is undirected



# Example

Suppose this is the DFS forest obtained



Can you classify the type of each edge ?



# Edges in Undirected Graph

Theorem:

After DFS of an undirected graph, every edge is either a tree edge or a back edge

Proof: Let  $(u, v)$  be an edge. Suppose  $u$  is discovered first. Then,  $v$  will become  $u$ 's descendent (white-path) so that  $f(v) < f(u)$

- If  $u$  discovers  $v \Rightarrow (u, v)$  is tree edge
- Else,  $(u, v)$  is explored after  $v$  discovered

Then,  $(u, v)$  must be explored from  $v$   
because  $f(v) < f(u) \Rightarrow (u, v)$  is back edge 9

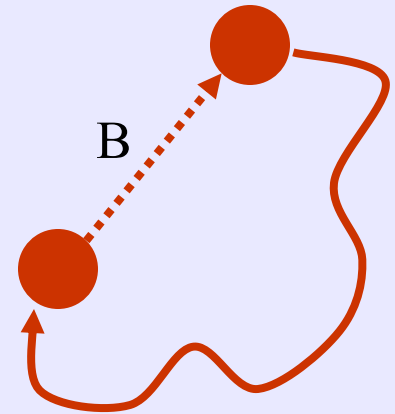
# Cycles in Directed Graph

Theorem: For any DFS on a directed graph  $G$ ,  
there is a back edge  $\Leftrightarrow G$  has a cycle

Proof:

( $\Rightarrow$ ) If there is a back edge  $(u, v)$ , it implies there is a path from  $v$  to  $u$ .

Thus, this back edge completes a cycle



# Proof

( $\Leftarrow$ ) If  $G$  has a cycle  $C$ , let

$v$  = first vertex discovered in DFS

$(u,v)$  =  $v$ 's preceding edge in  $C$

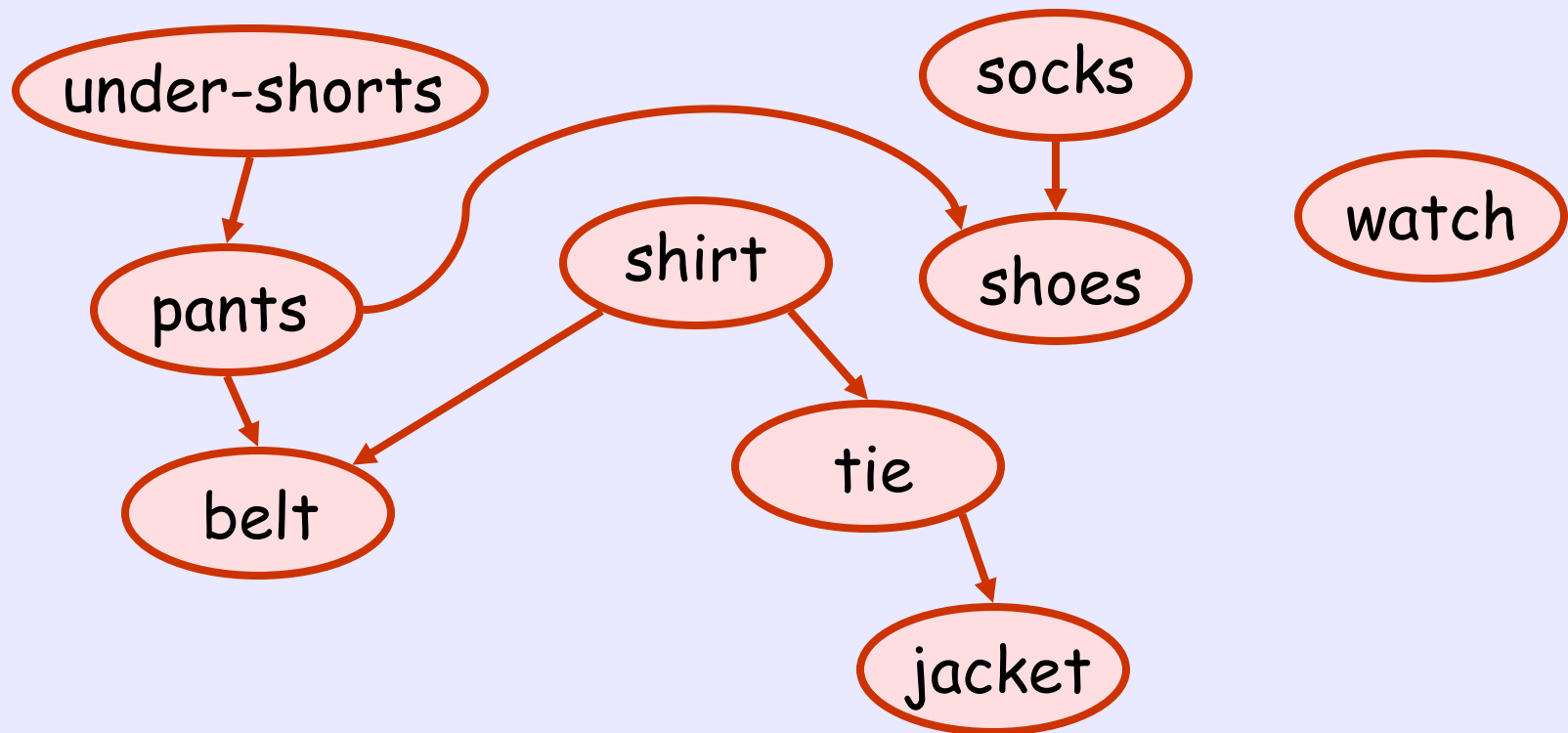
Thus, when  $v$  is discovered, all nodes in  $C$  are still undiscovered (white)

$\rightarrow v$  is ancestor of  $u$  in DFS forest (why?)

$\rightarrow (u,v)$  becomes a back edge

# Topological Sort

- Directed graph can be used to indicate **precedence** among a set of events
- E.g., a possible precedence is dressing



# Topological Sort

- The previous directed graph is also called a **precedence graph**

Question: Given a precedence graph  $G$ ,  
can we order the events such that  
if  $(u,v)$  is in  $G$  (i.e.  $u$  should complete before  $v$ )  
then  $u$  appears before  $v$  in the ordering?

We call this problem **topological sorting** of  $G$

# Topological Sort

**Fact:** If  $G$  contains a cycle, then it is impossible to find a desired ordering

(Prove by contradiction)

- However, if  $G$  is **acyclic** (not contains any cycle) we show that the algorithm in next slide always find one of the desired ordering

# Topological Sort

Topological-Sort( $G$ )

{

1. Call DFS on  $G$
2. If  $G$  contains a back edge, abort ;
3. Else, output vertices in decreasing order of their finishing times ;

}

Why is the algorithm correct?

# Topological Sort

Theorem:

If  $G$  is acyclic, the previous algorithm produces a topological sort of  $G$

Proof: Let  $(u,v)$  be an edge in  $G$ . We shall show that  $f(u) > f(v)$  so that  $u$  appears before  $v$  in the output ordering

Recall  $G$  is acyclic, there is no back edges.

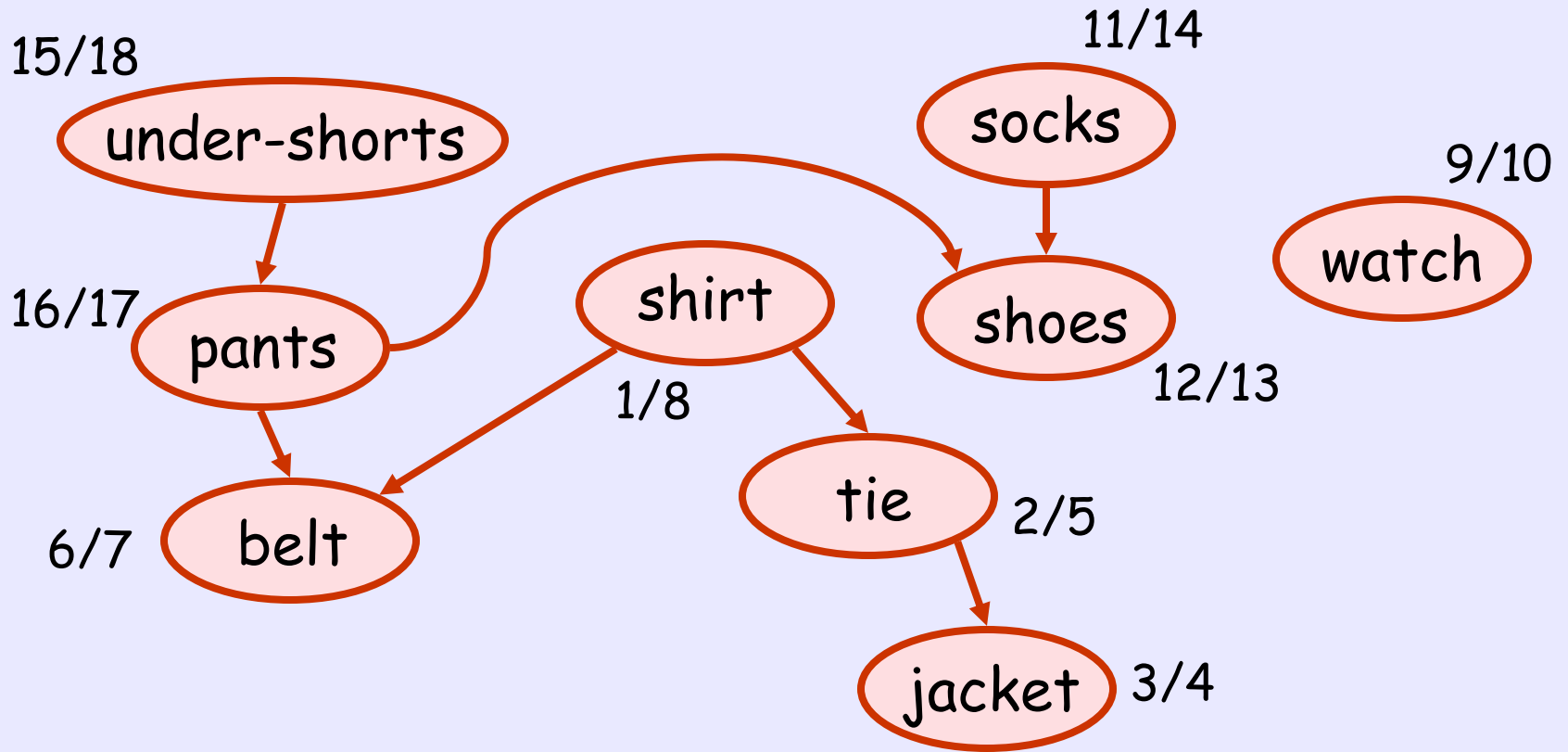
There are two main cases ...



# Proof

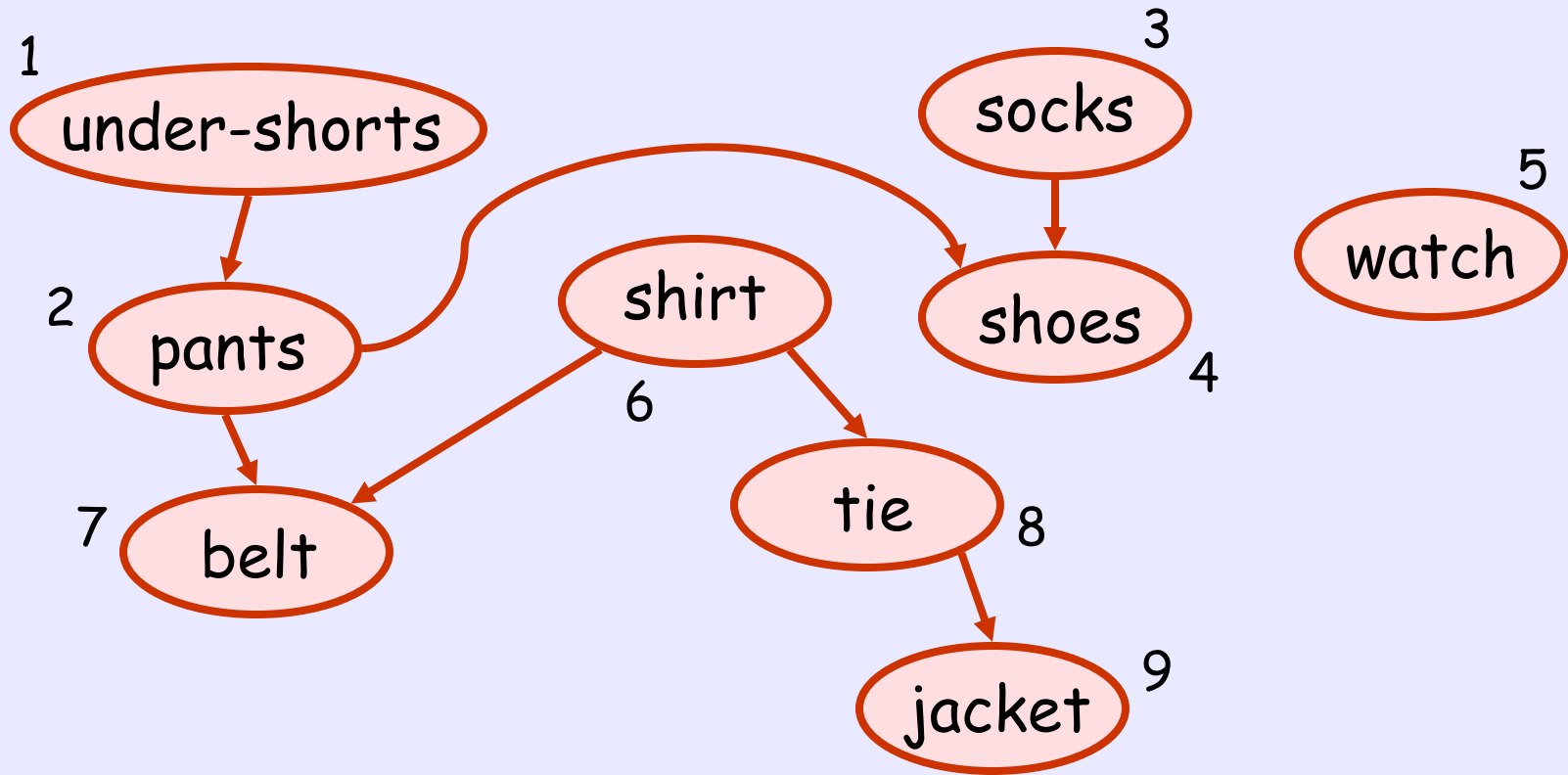
- Case 1:  $(u, v)$  is a tree or forward edge
  - $u$  is an ancestor of  $v$
  - $d(u) < d(v) < f(v) < f(u)$  (why??)
- Case 2:  $(u, v)$  is a cross edge
  - $d(v) < d(u)$  (otherwise, by white-path,  $u$  must be an ancestor of  $v$ , so that  $(u, v)$  cannot be a cross edge)
  - Since  $G$  is acyclic,  $v$  cannot reach  $u$ , so
$$d(v) < f(v) < d(u) < f(u) \quad (\text{why??})$$
- Both cases show  $f(u) > f(v) \rightarrow \text{Done!}$

# Topological Sort (Example)



Discovery and Finishing Times  
after a possible DFS

## Ordering Finishing Times (in descending order)



If we order the events from left to right,  
anything special about the edge directions?

# Performance

- Let  $G = (V, E)$  be the input directed graph
- Running time for Topological-Sort :
  1. Perform DFS :  $O(|V| + |E|)$  time
  2. Sort finishing times

Naïve method:  $O(|V| \log |V|)$  time

Clever method: (use an extra stack  $S$ )

During DFS, push a node into stack  $S$  once finished  $\rightarrow$  no need to sort !!

- Total time:  $O(|V| + |E|)$